

MARZ: MANUAL AND AUTOMATIC REDSHIFTING SOFTWARE

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ABSTRACT

The Australian Dark Energy Survey (OzDES) is a 100-night spectroscopic survey underway on the Anglo-Australian Telescope using the fibre-fed 2-degree-field (2dF) spectrograph. We have developed a new redshifting application MARZ with greater usability, flexibility, and the capacity to analyse a wider range of object types than the RUNZ software package previously used for redshifting spectra from 2dF. MARZ is an open-source, client-based, Javascript web-application which provides an intuitive interface and powerful automatic matching capabilities on spectra generated from the AAOmega spectrograph to produce high quality **spectroscopic** measurements. The software is easily adaptable to other instruments and pipelines if conforming to the current FITS file standard is not possible. Behind the scenes, a cross-correlation algorithm is used to match input spectra against a variety of stellar and galactic templates, and automatic matching performance for OzDES spectra has increased from 54% (RUNZ) to 91% (MARZ). Spectra not matched correctly by the automatic algorithm can be easily redshifted manually by cycling automatic results, manual template comparison, or marking spectral features.

redshift

1. INTRODUCTION

The Australian arm of the Dark Energy Survey (OzDES) is a five-year, 100-night spectroscopic survey using the Anglo-Australia Telescope (AAT), and aims to provide accurate spectroscopic redshifts of Type Ia supernova hosts, photo-**z** targets, emission line galaxies (EML) and radio galaxies between redshift ranges of $0.1 \leq z \leq 1.2$, in addition to spectroscopic measurements of active galactic nuclei and quasars in the redshift range of $0.3 \leq z \leq 4.5$ Yuan *et al.* (2015). A close collaborator with OzDES is the newly formed 2dFLenS survey⁶ which aims to measure redshift-space distortion over 985 square degrees in its 50-night spectroscopic survey using with AAT. The process of extracting redshifts from spectroscopic measurements is thus required to be robust across a wide variety of target types, and since our aim is primarily to acquire redshifts, our survey will be most efficient when we can extract redshifts from low signal-to-noise spectra.

2. PRIOR SOFTWARE

A variety of redshifting solutions have been previously developed, with much of the developed software being spectrograph or survey specific. A large amount of prior redshifting software is descendent from the cross correlation algorithms implemented by Tonry and Davis (1979), in which they digitalised the analog techniques used by Griffin (1967). The popular RVSAO 2.0 software

On what do you base this assertion? The authors will get angry that you're calling their program impossible to implement (intuitively). I've actually never heard of this software, so I feel bad rubbishing it so completely and/or focussing on it too much.

package utilises these techniques, in addition to providing feature matching capacity (Kurtz and Mink 1998). Unfortunately, the software **perating only in command line** and without any interactive user input, the 2010 release of the **xcsao** program (the cross correlation matching algorithm in RSVAO 2.0) takes up to 67 input parameters (Mink 2010), making intuitive use of the program impossible and introducing experience based technical overhead to cosmology groups attempting to use the software.

survey, footnote} which

As of the eighth data release (DR8) of the Sloan Digital Sky Survey (SDSS), the redshifting software used in their survey utilises a minimum χ^2 algorithm (Aihara *et al.* 2011). Prior to DR8, a cross correlation algorithm was used (Adelman-McCarthy *et al.* 2008), where the same results were found when matching using the different methods for 98% of spectra Aihara *et al.* (2011). This potential software system also does not satisfy **desired usability criteria**. Make active... you mean it does not satisfy OzDES's needs?

RUNZ was written for use by the 2dF galaxy redshift survey (Colless *et al.* 2001), and the OzDES team has previously relied on a version of the RUNZ software package modified by Saunders *et al.* (2004) for use in the WiggleZ survey. It is primarily against this modified version of RUNZ that we compare results to in this report. Unfortunately, there are several reasons why neither the RUNZ software package, nor other available redshifting software packages, were sufficient for use in the OzDES survey. The foremost problem with using the existing software solution was the inclusion of more varied target object types at a lower signal-to-noise ratio than prior surveys, and the resulting decrease in automatic matching capacity by the legacy software created an unsustainable workload for the members of the OzDES team to manually redshift observed spectra. Additionally, the legacy nature (fortran, pgplot and cshell) of the RUNZ code base makes code updates

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⁶ http://astronomy.swin.edu.au/~cblake/2dflens_proposal.pdf

difficult, installation and usage overly complicated for members of the team and especially difficult for new members to compile, install and learn. The sum of these factors prompted the development of a modern software replacement. This is a good turn of phrase.

It is from the above motivation that a set of minimum requirements were drawn up for the proposed software project. First and foremost, the automatic matching capacity had to exceed that of RUNZ, and the software would have to present an intuitive interface to allow fast manual checking and correction by the user. In regards to basic usability, requirements were for the software to be easy to install, operating system independent, and able to update itself without user prompting.

In this paper we...

3. PLATFORM

We chose to implement the matching software as a web application, since this allows...

The choice of utilising a browser platform by implementing the matching software as a web application allows access to the software from any laptop or desktop with an internet connection. The interface utilises Google's AngularJS⁷ framework for its application scaffold, as AngularJS allows dynamic two-way binding between interface and application variables, easy server communication, and has a vast amount of existing resources publicly available.

To supplement AngularJS and allow rapid prototyping, existing interface element libraries were imported to reduce the amount of reimplementation of common elements and boilerplate code required to produce a functioning application. To this end, Angular UI's Bootstrap⁸ reimplementation of Twitter's Bootstrap⁹ components was added to the project code base. This doesn't mean much to me. What does it do?

Data processing in browsers has only recently become possible due to HTML5's Web Worker API¹⁰, which allows for multi-threaded processing by sending tasks to independent workers. Communication to Web Workers and any future potential server communication will use JSON (JavaScript Object Notation) format (Bray 2014), and will conform to the REST (Representational State Transfer) interface (Windley 2005). This has the benefit of making all messages human-readable and able to be linked to web services easily due to existing support in all modern server frameworks.

Local application state is preserved via utilisation of local storage, where local state is preserved in JSON format. This gives the benefit that results are not lost when exiting the application or refreshing the browser, negating one of the major disadvantages of stateful web applications. Changes to application are persisted via setting cookie properties instead of using local storage, so to provide a concrete demarcation between user preferences and user redshifting data.

The code base for the developed software, named MARZ, is hosted publicly on GitHub¹¹, allowing for open

⁷ <https://angularjs.org/>

⁸ <https://angular-ui.github.io/bootstrap/>

⁹ <http://getbootstrap.com/2.3.2/>

¹⁰ <https://html.spec.whatwg.org/multipage/workers.html>

¹¹ <https://github.com/Samreay/Marz>

issue management, feature requests, open collaboration, forking of the project and instant web-hosting¹².

4. FITS FILE FORMAT

The data extraction algorithm searches for...

In this section, we detail the FITS file format that can be consumed by MARZ. The main data extraction algorithm works by searching for extension names. Spectrum intensity is expected to be found in either the primary HDU of one named *intensity*. Spectrum variance is searched for using the extension name *variance* and similarly the *sky* and *fibres* should contain the sky spectrum and details on the fibres respectively. Whilst spectra can be viewed with only the intensity present, the matching algorithms require variance as well. The sky and fibre data is optional. The intensity and variance data should be present as images of $m \times n$ dimensions, where m is the number of pixels in the spectrum and n are the number of spectra in the file. The sky spectrum can take on a similar $m \times n$ format, or simply be present in an array of length m , which loads the same sky spectrum for all spectra.

If the *fibres* extension exists, it should be as a binary table of n rows. MARZ searches for the columns TYPE, NAME, RA, DEC, MAGNITUDE and COMMENT. Spectra marked with types other than 'P' are removed from analysis, and spectra marked with the comment 'PARKED' are also removed. Priors can be enforced by specifying an object type in the comment field, and the effect of object type per template can be modified in the `templates.js`, where the property `weights` is used to map object types to numeric weights.

Check there's a section later about how the weights are assigned.

MARZ does not require each intensity value to have a specific wavelength. The wavelength of the input spectra are determined from the primary header, where the Angstrom wavelength CRVAL1 located at pixel CRPIX1 is used to calculate the wavelengths for all pixels, given a pixel wavelength separation given by either CDEL1 or CD1_1. Support for log-linear wavelengths can be added on request. Something I will do once I get thesis finalised. The spectra is further assumed to have undergone heliocentric velocity correction and the wavelengths given are in air wavelengths and have not been vacuum shifted.

I need to understand this more. Explain what this does and which type is useful for which

Example FITS files can be downloaded on the *Usage* application section of the MARZ application.

5. MATCHING ALGORITHM

The algorithm that takes an observed spectrum and measures the redshift is the heart of any redshifting program. The matching algorithms in MARZ utilise a modified version of the AUTOZ algorithm implemented by Baldry *et al.* (2014). In light of the success of χ^2 algorithms in modern surveys (Bolton *et al.* 2012) an initial χ^2 algorithm was developed, but was consistently outperformed by the cross correlation algorithm and discarded. FITS file input from the AAOmega spectrograph undergo two distinct steps of processing: (1) the preprocessing stage to clean the data and (2) the matching process to align the observed spectra with template spectra, simultaneously finding the

¹² MARZ can be found at <http://samreay.github.io/Marz/>

best-fit object type and shifting it to the best-fit redshift.

The preprocessing stage is designed to remove any bad pixels and cosmic rays from the data before being returned back to the interface, so that the user can manually redshift using the cleaned data.

- **Bad pixels** are defined when the intensity spectrum is NaN, negative or exceeds a certain configurable threshold, or if the variance spectrum for the pixel is negative.
- **Cosmic rays** are identified via second neighbouring pixels exceeding thirty standard deviations from the mean, with lower thresholds than 30σ often mistaking strong emission lines as cosmic rays.

Bad pixels are replaced with a mean to four pixels either side of the pixel, and pixels flagged as a cosmic ray have four pixels to either side replaced by the mean of eight pixels to either side, discounting points in the cosmic ray. These values were the minimum window found to produce sufficient quality means and remove the majority of cosmic rays. **Continuum** is initially subtracted via the method of rejected polynomial subtraction, where a 6-degree polynomial is iteratively fitted to the spectrum and, as with AUTOZ, all points greater than 3.5 standard deviations from the mean are removed from the fitting process. As soon as an iteration discards no extra pixels, or after fifteen iterations (to ensure the final array of values is not excessively sparse), the loop is terminated and the final polynomial should closely follow the continuum, and is thus subtracted out. Figure 1 illustrates each step in this process.

Figure 1 also illustrates a median filter that is not mentioned here.

This initial round of continuum subtraction is not intended to be high enough quality for the automatic matching process, it is done to give the user the option of manually redshifting spectra without continuum, allowing them to focus on the emission and absorption features of the spectrum without the broad shape of the continuum to distract. In order to limit the effect singular emission features can have on spectrum matching, all features are clipped at a distance of 30 standard deviations from the mean. Unlike many redshifting programs, heliocentric corrections are not applied to the spectra as they are expected to have been applied already in the given spectra. **This is in light of the high amount of stacking done in the OzDES team, where spectra from different observation runs are stacked together to increase the signal-to-noise ratio. As these observations are generally on different nights and during different times in the night, each of them should have its own heliocentric correction applied before being stacked, and as such the spectra given to MARZ are assumed to have come through a data pipeline which includes heliocentric correction.**

The matching process, which takes the output of the preprocessing step in the form of an intensity and variance spectrum, where the variance spectrum is computed in the data pipeline using **standard Poisson** and readout noise. MARZ first duplicates the intensity spectrum so that two copies exist internally. This is necessary because

the matching of the broad-featured quasar template differs to matching of the other templates, and the copy of the intensity spectrum used for quasar matching shall now be referred to as the quasar spectrum, and the other spectrum - used to match all other templates, shall be referred to as the general spectrum. **Subtitle: Quasar spectra**

Departing from the AUTOZ algorithm, the quasar spectrum undergoes smoothing via a rolling-point exponential decay mean function of window width 7 pixels, with exponential decay factor of 0.9, such that each points becomes

$$x_i = \left(\sum_{k=-3}^3 0.9^{|k|} \right)^{-1} \sum_{j=-3}^3 x_{i+j} 0.9^{|j|}, \quad (1)$$

where both the size of the window and strength of the exponential decay are not sensitive to small change. This method of smoothing was selected and tuned so that the location of broad peaks remained unchanged whilst still providing sufficient smoothing of the spectrum to increase similarity to the template.

Subtitle: General spectra
more specific about what you mean by improved.

As the sharp features of the general templates are not **improved** by smoothing, the general spectrum is not smoothed. Instead, the spectrum undergoes a cosine taper (departing from AUTOZ), and then undergoes a second step of continuum subtraction, where a boxcar smoothed median filter (121 pixel window of boxcar smoothing and 51 pixel window median filter) is subtracted from the spectrum, with pixel values following AUTOZ and corresponding to a wavelength distance of 125 and 53 Angstroms respectively for typical AAOmega spectra. The cosine tapering of the spectrum ensures that features are not introduced at points of discontinuity at the ends of the spectrum. This second step of continuum subtraction is not applied to the quasar spectrum, as the fineness of the smoothed median subtraction would result in broad features being completely removed from the spectrum.

The general spectrum then has error adjustment applied, where each pixel has its variance set to the maximal value of itself and the variance of its two neighbouring pixels. Following Baldry *et al.* (2014), this is to allow for uncertainty in the sky subtraction and any underestimation of errors next to sky lines. The variance spectrum is then widened again, where each pixel is set to a maximum of its original value or 70% of a thirteen pixel median filter, which serves to remove from the variance any points of sufficiently low variance that division of the intensity by the variance would create a fake emission feature. Numerical values chosen mirror those used in the **GAMA** survey. The intensity of the general spectrum is divided by the variance spectrum to down-weight pixels with higher uncertainty. As we wish to preserve broad features found in quasar spectra, we require the quasar error spectrum to be sufficiently smooth that broad features are not destroyed when we apply the variance onto the spectrum intensity. A median filter of 81 pixel width is applied to the variance, and then the result is smoothed with boxcar smoothing using a window of 25 pixels, where the pixel window widths used are not sensitive to change so long as fine

mention AUTOZ was designed for GAMA

“standard” might need a ref.

“This allows stacked spectra to be analysed through MARZ. OzDES stacks spectra from multiple runs in order to build up signal-to-noise. Therefore the spectra have to be put on a consistent wavelength solution prior to stacking, which means the heliocentric correction (which differs from night to night) must be done before the spectra are stacked.”

-> It just occurred to me that our stacked spectra should be done in such a way that their headers show that no heliocentric correction is necessary. If that was in our spectra headers, then MARZ could still be told to do the heliocentric correction and would still be good for general use of any spectra, corrected or not.

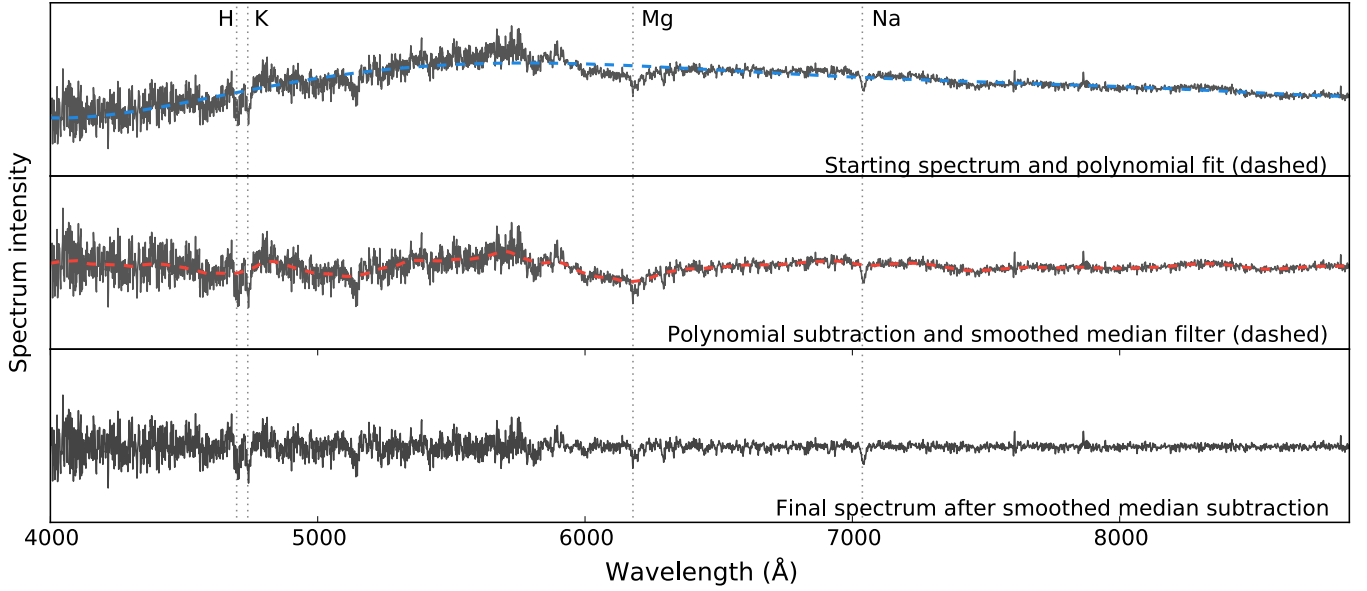


Figure 1. The top subfigure shows an example input spectrum [to the continuum removal process](#). The sixth degree fitted polynomial is shown dashed in this subplot, and the spectrum after subtraction of this polynomial fit is shown in the middle subplot, where we can see that broad continuum features are removed. The middle subplot also shows the output of the smoothed median filtering (dashed), and spectrum after subtraction of this filter is shown in the bottom subplot, where we can see even fine continuum detail has been removed from the spectrum.

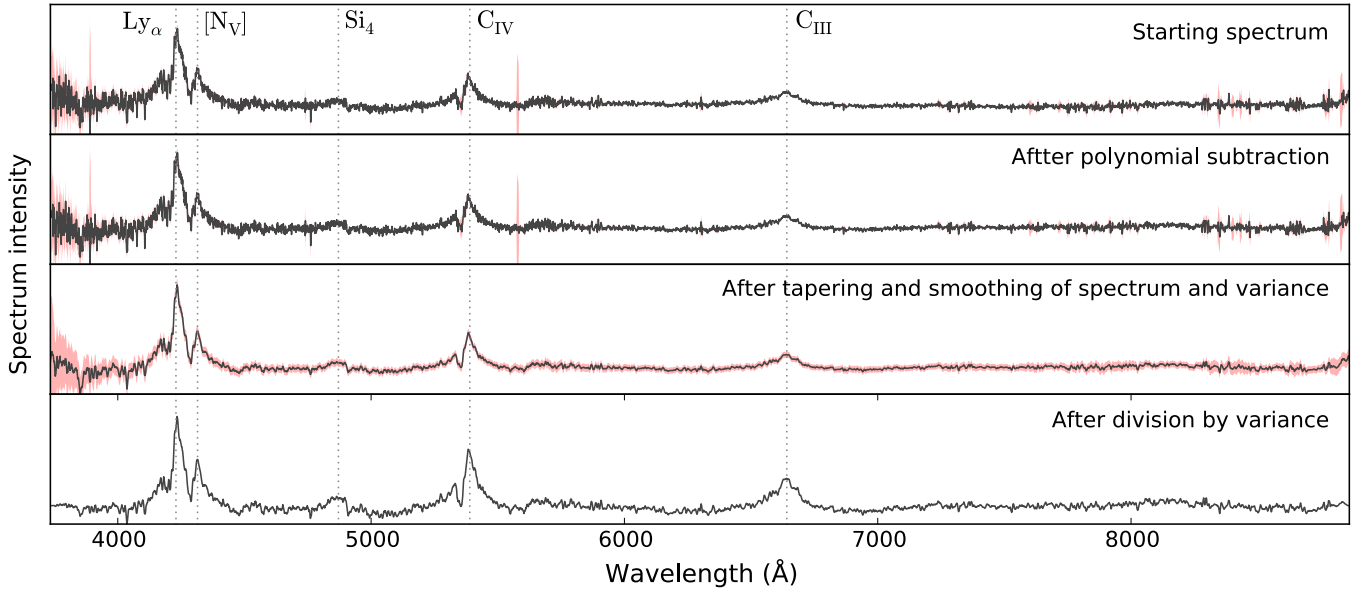


Figure 2. The quasar processing steps illustrated. The top panel depicts in input spectrum intensity, with variance shown in red. The polynomial subtraction removes the almost constant continuum and is shown in the second panel from the top. The third panel shows the output after several steps, including an initial tapering of the spectrum, rolling point mean of the spectrum. The variance undergoes median filtering, boxcar smoothing and addition of minimal variance as described in text. The final spectrum after dividing the intensity by the variance is shown in the bottom panel. We can see that the spectrum is cleaner, is properly tapered, and emission features are accentuated.

pixel detail is removed from the variance plot. In order to preserve even more broad shape by creating a more uniform variance that does not have the possibility of creating false features by having small variance, the variance of the spectrum is increased by addition of five times the minimum spectrum variance, where again the [amount of variance to add is not highly sensitive](#). The quasar intensity is then divided by the adjusted variance to product a spectrum that retains broad features and

shapes, but downweights sections of higher variance which are commonly observed at wavelengths close the end of spectroscopic CCD range. The loss of resolution entailed by the variance modifications detailed above results in any sharp emission lines present in the spectrum to be more significant when compared to emission lines in the general spectrum, however the relative lack of sharp emission line features in the quasar template makes this issue not significant.

[the results are not highly sensitive to the amount of variance added.](#)

[This last section has been very confusing as to what is for quasars and what is for general. Separate into subsections, or make a flow-chart to make it clear.](#)

Both the general and the quasar spectrum undergo cosine tapering and root-mean-square normalisation, the former to remove ringing in a Fourier transform (apodization; Kurtz and Mink 1998), with pixel width following AUTOZ but insensitive to change, and the latter to ensure comparable cross correlation values between different templates. The spectra are oversampled and then Fourier transformed. The quasar spectrum's transformation is then cross correlated with the quasar template, and all other templates are cross correlated with the general spectrum. Cross correlation results are then inverse transformed, with the inverse transformed array representing cross correlation strength over a redshift range. Peaks within allowed redshift ranges for each template are selected, and if prior information on the object type is accessible in the FITS file, the peaks for each template are then weighted. Peaks from all templates are then sorted together, and the ten highest correlation value peaks have a quadratic fit applied around the peak for sub-pixel determination of local maxima. The sub-pixel location of the peaks are converted into a redshift value, and these are returned to the user, with the highest peak representing the best automatic matching found. A potential quality is returned to the user, which is a function of the cross correlation strength of the two greatest peaks, v_1 and v_2 respectively. These peak values are used to construct a Figure of Merit (FOM) that takes the functional form

$$\text{FOM} = (v_1 - \alpha)^\beta \times \frac{v_1}{v_2}. \quad (2)$$

The values for α , β and the FOM cut offs shown in (4) were informed off a likelihood distribution created to minimise the weighted number of misclassification, where a misclassified QOP4 spectra (99% confidence) was weighted ten times as much as a misclassified QOP3 spectra (90% confidence), and so on for QOP2 spectra (50% confidence) and QOP1 (no confidence). Parameters α , β and the FOM cutoff for each QOP were set as free variables in a Markov Chain Monte Carlo simulation, and the approximate maximum likelihood of the marginalised distributions were selected as final values, such that $\alpha = 2.5$, $\beta = 0.75$ and the FOM boundaries are as given in (4).

$$\text{FOM} = (v_1 - 2.5)^{0.75} \times \frac{v_1}{v_2} \quad (3)$$

$$\text{QOP} = \begin{cases} 6 & \text{if FOM} > 4.5 \text{ and fit to a stellar template} \\ 4 & \text{if FOM} > 8.5 \\ 3 & \text{if FOM} > 4.5 \\ 2 & \text{if FOM} > 3 \\ 1 & \text{otherwise} \end{cases} \quad (4)$$

This suggested QOP is not meant to replace human quality flags, but simply give the redshifter an estimate of spectrum quality before and during manual verification of the automatic result. The probability of agreement with a human redshifter is illustrated in Figure 3. The suggested QOP is computed from first calculating a Figure of Merit (FOM) from the cross correlation results.

6. TEMPLATE SELECTION

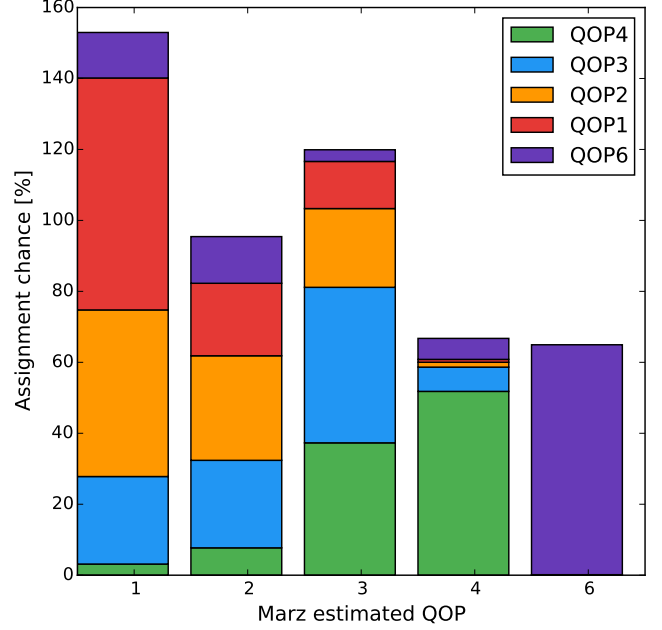


Figure 3. The probability of MARZ assigning a suggested quality differentiated by the quality assigned by a human redshifter. Importantly, a QOP1 spectra and a QOP2 spectra respectively have a 0.8% and 1.4% chance of being classified as a QOP4 spectra. However, these mismatches are primarily due to errors in the data reduction process which introduce false features. From the data analysed, 37% of actual QOP4 spectra are classified as QOP3, where the automatic QOP algorithm has assigned a lower value due to the presence of a strong secondary peak in the cross correlation values, an occurrence illustrated in Figure 4.

It is common in automated matching systems for a large number of templates to be used compared to input spectra. The templates found in MARZ were sourced from original templates from 2dF (Colless *et al.* 2001), WiggleZ (Drinkwater *et al.* 2010), the Gemini Deep Deep Survey Abraham *et al.* (2004), and AUTOZ (Baldry *et al.* 2014), where the templates in AUTOZ used consist of galaxy eigenspectra from Bolton *et al.* (2012) and stellar spectra from SDSS DR2 (SubbaRao *et al.* 2002). These templates were sorted, compared, and a selection of twelve representative templates were extracted, consisting of five stellar templates, 1 AGN template and 6 galactic templates. Inclusion of a greater number of templates was not found to have a minimal impact on matching performance. Whilst extra target types can be added in the future, there are three challenges for MARZ when attempting to handle a large number of templates. Firstly, users desired to be able to fully replicate the matching capacity of the automatic system when manually redshifting, and a large number of templates complicates the user interface and slows down the process of the user assigning an object type to the spectrum. It would be possible to only display to the user a restricted set of templates, however user feedback indicated this was an undesired solution. Due to the interpreted nature of Javascript and its lack of vector processing capability, computational performance is roughly an order of magnitude worse than on typical compiled code. As the computation time for each spectrum was roughly proportional to the number of templates to match, the number of templates was also kept relatively small to ensure that the automatic matching performance was still ac-

reverse the order of that comparison

consistent words or numbers

signal present but unsure of type and/or redshift

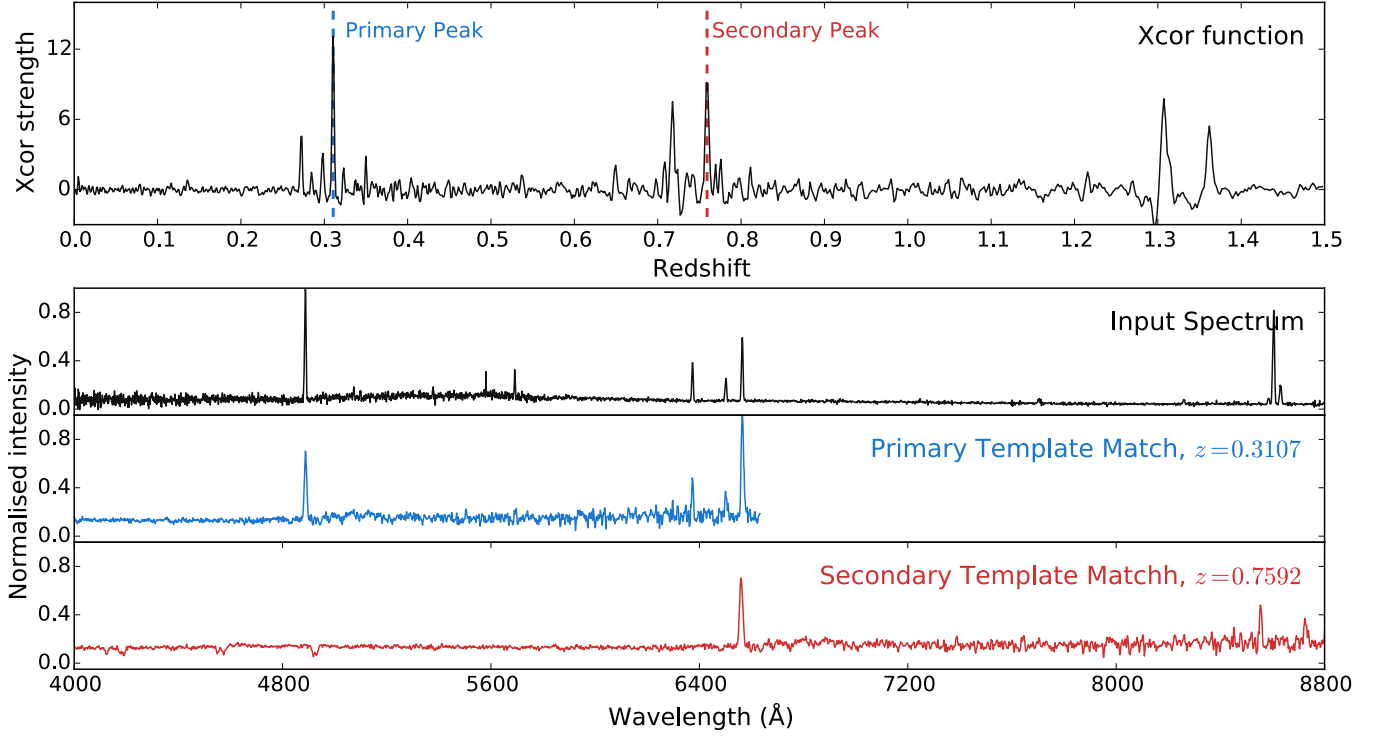


Figure 4. A high quality emission line galaxy spectrum matched against the High Redshift Star Forming Galaxy template. The two strongest cross correlation peaks and the corresponding redshifted template have been displayed beneath the original spectrum for illustrative purposes.

ceptable on low-end machines. The final concern when adding more templates is the download size of the web application, such that the size of the template dependency remains small enough to be easily redownloaded on page refresh. A potential solution to this is to enable javascript caching of the template file, such that it only needs to be downloaded once.

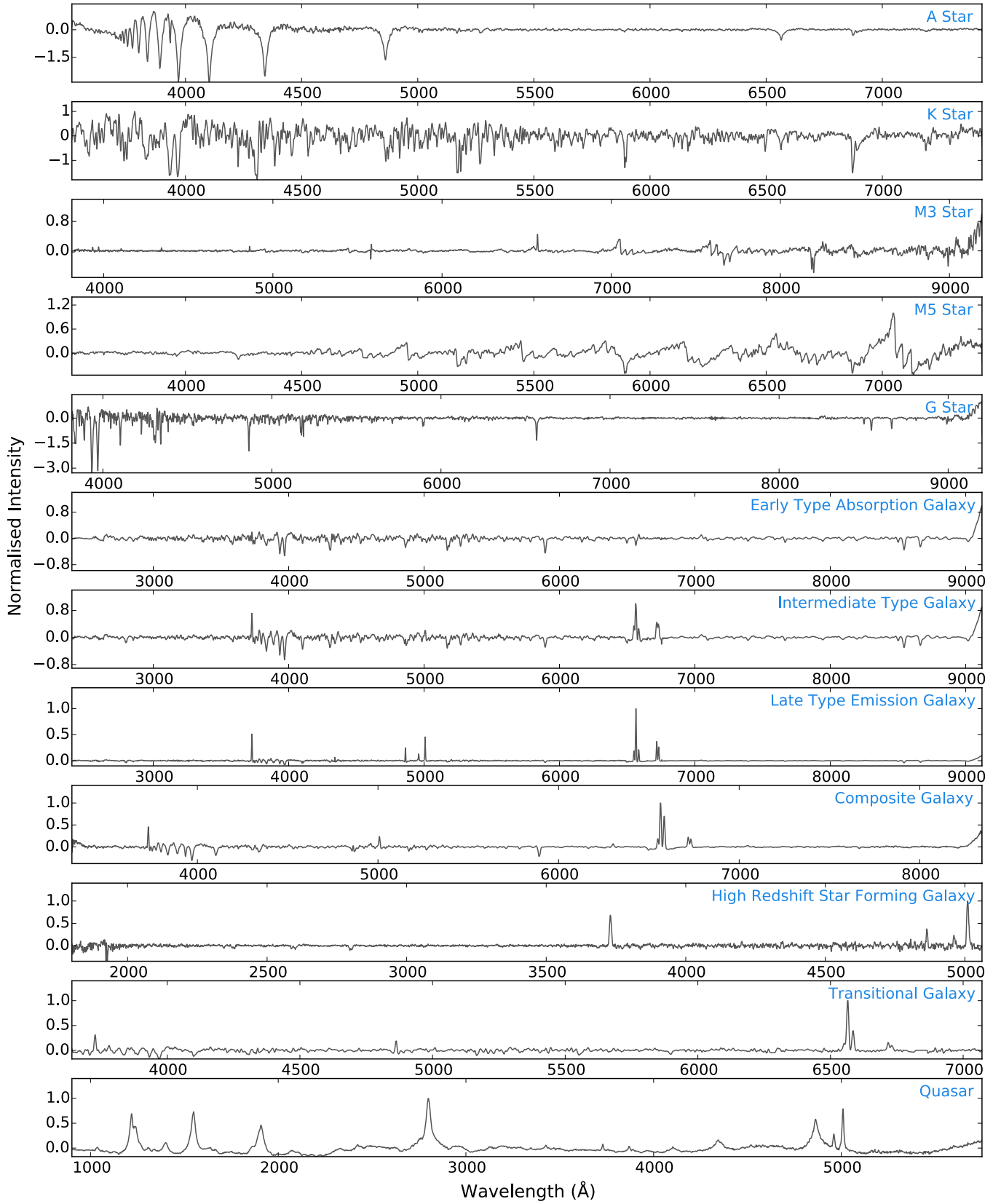


Figure 5. A visual display of the twelve templates currently in MARZ, displayed after continuum subtraction.

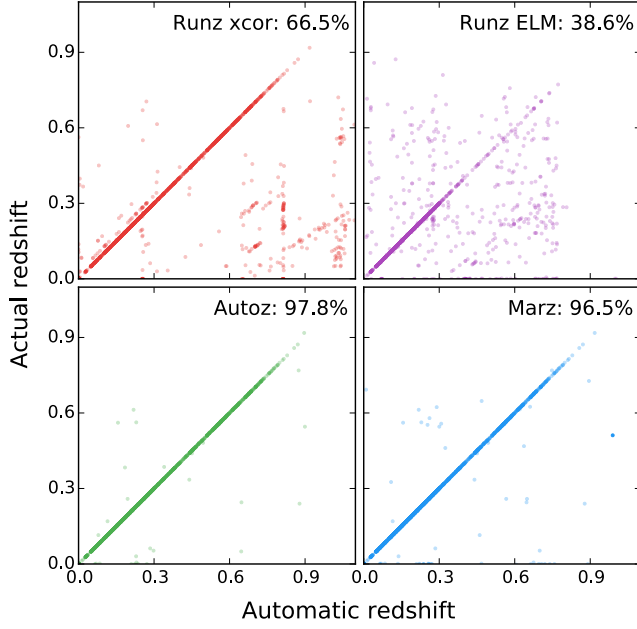


Figure 6. A comparison of matching efficiency using high signal-to-noise data from the 2dFLenS survey and a matching threshold of $\Delta \log(1+z) \leq 0.0015$, corresponding to a velocity difference of 450 km/s. 2217 QOP4 spectra from ten fields are compared in this plot. The vertical axes shows the redshift assigned by an experienced redshifter, and is taken to be correct in this comparison. The horizontal axes show the automatic results of the four algorithms being compared: the RUNZ cross correlation algorithm, the RUNZ emission line matching algorithm, AUTOZ and MARZ. The total accuracy of the algorithms is detailed in the legend. The success rate for each algorithm is shown in the top right of each subplot. The MARZ algorithm and AUTOZ offer comparable accuracy for high redshift spectra, with AUTOZ pulling ahead slightly due to an increased number of templates being used in the matching process.

7. MATCHING PERFORMANCE

Performance testing for MARZ was conducted by looking at two sets of distinct data - one from the OzDES team with low signal-to-noise data at high redshift, and one from the 2dFLenS team with medium signal-to-noise data. In both cases, manual redshifting was performed by experienced redshifters in RUNZ, and the automatic matches produced by RUNZ and the automatic results returned by MARZ were compared to the manually assigned redshift for all results assigned a QOP of 4 (99% confidence interval). Comparisons were also made with the AUTOZ program, which is the software being used for the GAMA survey and also being adopted by the 2dFLenS team. These surveys have a smaller number of object types and smaller redshift ranges than OzDES, and therefore have simpler requirements for the redshifting software. These high and low signal-to-noise results are shown in Figures 6 and 7. The redshifting accuracy of MARZ for high signal-to-noise data gave the correct redshift for 97.4% of QOP4 spectra, a failure rate far less than that offered by RUNZ and comparable to AUTOZ. For the low signal-to-noise (high redshift) OzDES data, the accuracy of MARZ was $\approx 92\%$. This is in comparison to the best RUNZ algorithm giving a total accuracy of 54.6%. The lower success rate of AUTOZ, 48.0%, is because the redshift ranges and object types found in the OzDES data are outside the matching capacity of the program.

AUTOZ

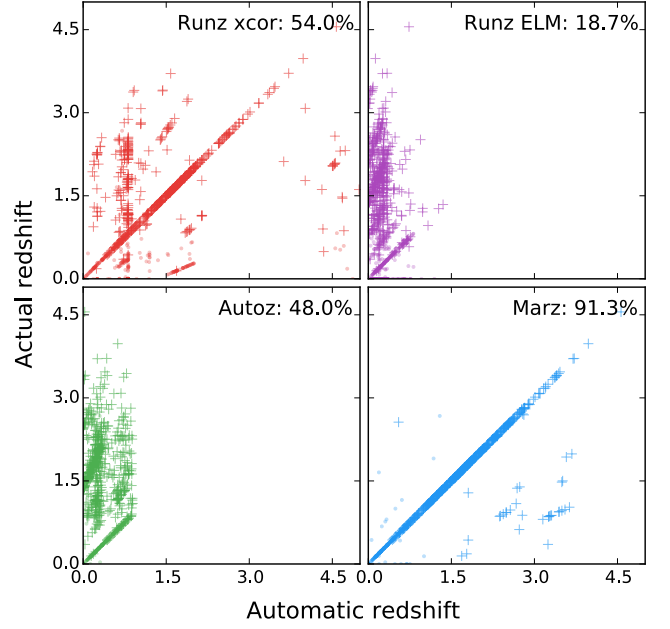


Figure 7. Low signal-to-noise, high-redshift data from the OzDES survey is used in this comparison of matching capability, where two spectra agree if their recession velocity is within 450 km/s of each other for standard galactic templates, or within 900 km/s of each other for AGN spectra. Respectively this corresponds to $\Delta \log(1+z) < 0.0015$ and $\Delta \log(1+z) < 0.003$. AGN matches are shown with the + symbol, with other objects shown with a dot. Overall success rates are shown in the top right hand corner of each subplot. 1083 spectra from eight fields with a redshift range of up to 4.55 are used in this comparison. RUNZ emission line matching performs the worst, with strong diagonal lines of non-unity slope showing repeated spectra feature misidentification. Vertical banding in the RUNZ cross correlation algorithm significantly impacts its effectiveness, and AUTOZ's lack of high redshift templates and hard-coded $z = 0.9$ cutoff make the comparison almost inapplicable. Here the quasar specific matching algorithm used by MARZ stands out, giving a success rate of over 90% for the OzDES spectra.

In addition to the QOP4 successful recovery rates, a normalised probability distribution describing the likelihood for spectral line misclassification can be produced. This has been done for QOP 4 and QOP 3 (90% confidence) results, in Figure 8. Commonly misidentified spectral lines are labeled in the figure, and can be seen to be a primary source of misclassification across all algorithms. The common $[\text{OII}]/[\text{OIII}]$ misclassification is strongly present in the MARZ failure rates, however its significance drops to approximately 10% of the total failure rate when only QOP4 misclassifications are considered, with the majority of the total failure rate of 4.1% centered around 1. Whilst the expected failure rate for QOP 3 redshifts is ten times higher than for QOP 4 values, this still warrants extra investigation into whether this is a deficiency in the matching algorithm or an effect of the reluctance of human redshifters to assign a QOP 4 quality to spectra matching only on the singular OII feature. If there is an algorithmic deficiency, down weighting of high redshift OII matches could be implemented to reduce the misclassification rate. Commonly misclassified features are also visible on Figure 6 and 7 as linear relationships off the diagonal.

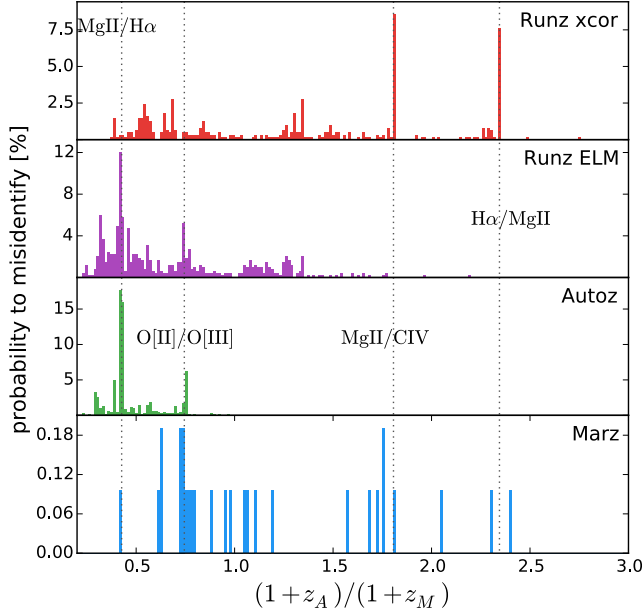


Figure 8. The percentage chance, per successfully assigned redshift of quality 3 or 4, of assigning an automatic redshift z_A categorised as a catastrophic failure with respect to correct manual redshift z_M . A catastrophic failure, here defined as $\Delta \log(1+z) > 0.0075$, corresponds to a velocity difference of 2250 km/s and generally indicates misclassified features in the spectra. For an analysis of non-catastrophic failures, see Figure 9. Peaks in the probability distribution generally represent misidentified spectral lines, and common misidentification ratios have had the corresponding spectral lines labelled, such that the first label, MgII/H α represents the MgII feature misidentified as H α instead. Performance for RUNZ cross correlation, RUNZ emission line matching, AUTOZ and MARZ are shown in their own panel. Panel probability axes are not to scale with one another, and the area covered represents the total failure rate. The 2dFLenS and OzDES data from Figures 7 and 6 are combined in this analysis, and QOP3 spectra (90% confidence interval) have been included to give a greater number of sample points. The total failure rates are given as follows: RUNZ cross correlation: 42.4%, RUNZ emission line matching: 55.1% failure rate, AUTOZ: 42.1% failure rate, MARZ: 2.6% failure rate.

8. INTERACTIVE INTERFACE

The interactive interface consists currently five primary screens: the overview, detailed, templates, settings, and usage screen. The first two screens - the overview and detailed screens, are where users will spend the vast majority of their time, and thus screenshots of them have been provided in Figures 10 and 11. The overview screen provides users with a high level view of the spectra in the loaded FITS file, detailing what they have been matched to and the quality assigned to the matches. Filtering for this screen allows users to sort results or to filter by categories, for example only displaying matches of quality (QOP) 4 or all matches to quasar templates. Comma-separated variable (CSV) output in the form of previously downloaded MARZ results files can be loaded into the program in the same drag-and-drop manner as FITS files, allowing easy verification of redshift results by different users on different machines. A progress bar at the top of the screen keep track of current file completion and file quality.

The detailed screen allows for better verification of automatic matches and also offers the possibility of

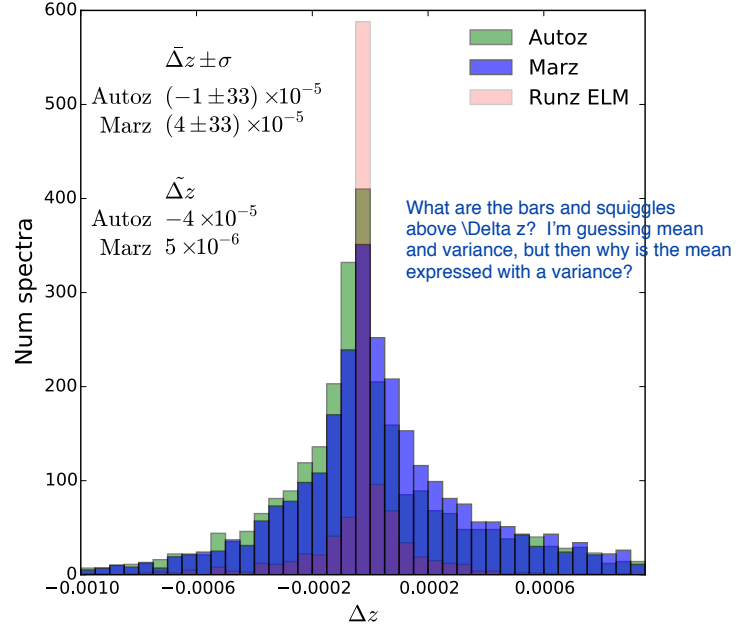


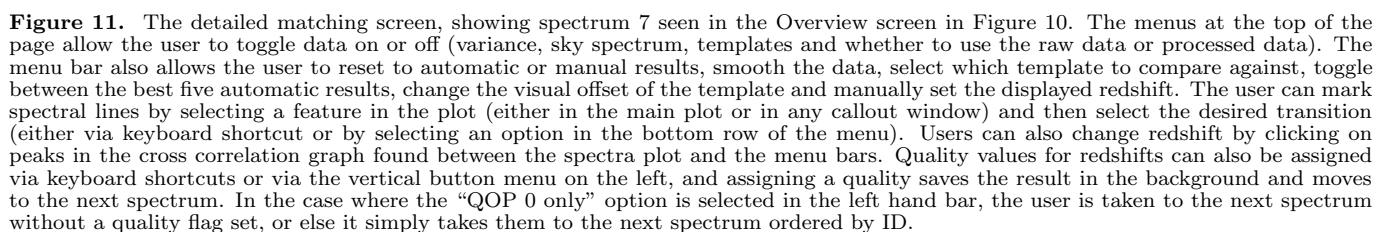
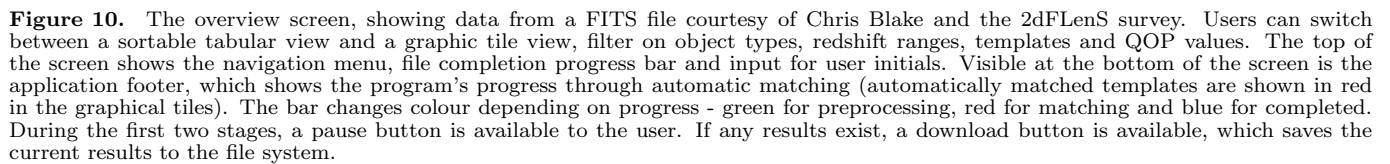
Figure 9. Systematic redshift offsets were investigated by examining the difference between manual redshifting (using the RUNZ cross correlation algorithm as the base) and the automatic results of redshifting algorithms. QOP4 spectra from OzDES and 2dFLenS were combined to give over three thousand secure manual redshifts, with the redshift distribution shown particularly for MARZ and AUTOZ. The mean offset and median for both algorithms is to the order of 10^{-5} or less, with the redshift variance on order 10^{-4} . The redshift mean and median values are small enough to be indicative that no systematic offset in redshift would be generated by utilising either algorithm.

manually redshifting spectra. Verification of the on screen displayed redshift is done simply by assigning a QOP value, and the top five automatic matches can be cycled if the best match is visibly incorrect. Keyboard shortcuts are available for almost all actions, where key mappings are based off the shortcuts available in RUNZ in order to make transitioning from RUNZ to the MARZ as easy as possible. Users can click on features in the detailed plot and then mark them as spectral lines. Matches can be updated by automatically fitting to the best cross correlation peak value within a small deviation window. The user can also toggle whether to ~~the~~ display the raw data or the preprocessed data, whether to render a template under the data plot, and whether to display continuum or not. Boxcar smoothing is available to help spectrum legibility.

The templates screen is mostly non-interactive, and simply displays all the templates used by the system with the option to enable or disable specific templates at will. The settings screen gives options to explicitly set how many processing threads to create, whether results should be saved in the background, and offers the ability to clear all saved results in the system, or to simply clear results for the currently loaded FITS. The usage page gives instructions on how to use the program, an explanation of the purpose of each screen, how to raise issues or feature requests via GitHub, and provides several example FITS files for users who simply want to test out the system without having to source a FITS file themselves. It also provides a list of keyboard shortcuts for

Re-order sentence and specify that they can be "pre"-loaded.

Confusing to call this output when it is being used as input.



those users whom are not familiar with RUNZ.

Two main error safeguards have been implemented in the program to stop unnecessary loss of work. The first is a confirmation request when attempting to close down the application, which solves the issue of closing the whole browser with an open tab of MARZ. The second and more robust solution is to use the local storage capacity available in modern browsers to save results in the background after every automatic or manual redshift is assigned. This allows users to close the program, and resume where they left off simply by dragging the original FITS file back into the application.

9. COMMAND LINE INTERFACE

A command line interface has also been developed for MARZ. It requires `IO.js`¹³ to be installed, and two `IO.js` dependencies are installed when running `install.sh` - `file-api`¹⁴ and `JsDOM`¹⁵. The run script `autoMarz.sh` takes a minimum single argument - the name of the FITS file to match. More detailed usage instructions and command line parameters are detailed in the project Github `readme`¹⁶.

10. CONCLUSION

Overall, it can be seen that for both high and low signal-to-noise data, MARZ outperforms RUNZ on automatic matching of spectra. MARZ also provides an enhanced and more intuitive user experience, and the web-based nature of the application means that installation and updating are now no longer of any concern at all. As such, MARZ presents a strong alternative to the RUNZ application, and a large step forward in the demonstration of web frameworks as a platform for non-intensive computational analysis. As MARZ simply requires generic FITS files to work, it **has application** for simple FITS file inspection or as a redshifting tool for other surveys.

can be used

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¹³ <https://iojs.org/en/>

¹⁴ <https://github.com/node-file-api/file-api>

¹⁵ <https://github.com/tmpvar/jsdom>

¹⁶ <https://github.com/samreay/Marz>

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